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NEW
STORY

SONIC'S WORLD!

SHOCK'S
A WAY!

SONIC

THE COMIC



**SATURN
REVIEW!**
SLAM 'N' JAM!

**SOCCER
ZONE!**
KICKIN' ARTWORK!

**CRABMEAT BADNIK
PIN-UP!**

**Q ZONE REVISITED
SONIC 2!**

PLUS

**KNUCKLES!
TAILS!**

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NEWSAGENT
NOW!

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17 SEPTEMBER 1996
EVERY FORTNIGHT

e
STC
Archive
3

UK's OFFICIAL SEGA COMIC

CONTROL ZONE



Hey, Boomers!

Hold on to your noses! Could it be the humes-who-think-they're-in-charge that I can smell? No, it's this issue's cover mounted Planet Krapz sample pack! Phew! The six scratch 'n' sniff stickers, plus playing card, are merely a tasteless taste of what's available at your local newsagents for 99p (the complete set contains 100 character cards, plus a dice for playing up to 20 different games - you have been warned!).

Moving on to the sweet smell of success... There's the start of a brand new Sonic's World story: Future Shock. Also, three stories reach their thrilling conclusions: Sonic's Heroes and Villains, Knuckles' Village of the Damned, and Tails' Trooper Trouble. However, don't fret as they'll all be back in brand new stories next issue.

Due to your repeated ear-bashings for more help with Sonic games, check out the first part of the Sonic 2 Q Zone. Also, on the ball this issue is the Kickin' Zone which ties in with the new football season. Plus, there's a Slam 'n' Jam review, and another Badnik Pin-up. Yes, those humes have caved in to more of your demands, so create a space on your walls for Crabmeat.

Have to dash Boomers, I'm off for a trip to Segaworld, but the only snag is I have to go along with the humes-who-think-they're-in-charge. Oh well, I'll just have to switch off my smellometer!

Megadroid

STICKER ROUND FOR STC 87...

FREE GIFT!

Get stuck in with next issue's set



of fab stickers, featuring classic poses of Sonic (as shown), Tails and Knuckles. It's the perfect

excuse to be daringly decorative, so prepare to stick 'em-up!

NIGHTS NEWS!

Calling all Saturn owners! Get ready to put those 32-bit machines through a tough workout with NIGHTS, Sega's breathtaking new adventure game. Guaranteed to keep you well awake, watch out for the full report next issue.



SEGA

COMPILED BY
ELIOT D. THOMPSON AT
ChartTrack
© ELSPA

↑up/down RE/NEW entry ● non mover

MEGA DRIVE

- 1 ● BRIAN LARA CRICKET '96
- 2 ↑ FIFA SOCCER '96
- 3 ↓ TOY STORY
- 4 NEW OLYMPIC SUMMER GAMES
- 5 NEW PETE SAMPRAS TENNIS '96
- 6 ● MICRO MACHINES 2
- 7 RE PGA TOUR GOLF '96
- 8 ↓ TAZ-MANIA: ESCAPE FROM MARS
- 9 ↓ SONIC AND KNUCKLES
- 10 ↓ MEGA BOMBERMAN

SATURN

- 1 ↑ EURO '96
- 2 NEW THE NEED FOR SPEED
- 3 ↑ PANZER DRAGON
- 4 ↑ SEGA RALLY
- 5 ↓ VIRTUA COP
- 6 ↓ GUARDIAN HEROES
- 7 NEW BAKU BAKU
- 8 ↓ FIFA SOCCER '96
- 9 ↓ VIRTUA FIGHTER 2
- 10 ↓ STREET FIGHTER ALPHA

MEGA-CD

- 1 ↑ BRUTAL: PAWS OF FURY
- 2 ↑ B.C. RACERS
- 3 ↑ REBEL ASSAULT
- 4 ↓ SOULSTAR
- 5 RE BATMAN RETURNS
- 6 ↑ ETERNAL CHAMPIONS
- 7 ↑ THUNDERHAWK
- 8 ↓ WORLD CUP USA '94
- 9 ↓ TOMCAT ALLEY
- 10 ↓ EARTHWORM JIM

GAME GEAR

- ↑ THE LION KING
- ↑ COLUMNS
- ↑ SONIC THE HEDGEHOG
- ↑ SONIC THE HEDGEHOG 2
- ↑ SONIC CHAOS
- RE COSMIC SPACEHEAD
- RE MORTAL KOMBAT 3
- ↑ STAR TREK: GENERATIONS
- RE POWER RANGERS: THE MOVIE
- RE SONIC DRIFT RACING

- EDITOR: Deborah Tate
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- COVER ART: Nigel Kitching
- PRODUCTION: Sarah Colley
- CONSULTANT: Richard Burton

Published every other Wednesday by Hearsey Editions Ltd, 15/21 Renswell Place, London WC1H 9SE. Tel: 01773 244 4400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in England by DPC Magazines (Clapham) Ltd, a member of the British Printing Company Ltd. Cover printed by Spaworths Bellenden Printers Ltd, Clapham. Origination by Pro-Press Services Ltd, London. Copyright © Hearsey Editions Ltd, 1996. Copyright © Sega Enterprises Ltd. Reprinted by Elspie Publications Ltd. Reproduction without permission strictly prohibited. Distributed by Newsline. Newsline, 22/22 London Road, Bury, London SW14 4DS. Tel: 0181 679 1899 (Extensive Services). Subscriptions: Tel: 01773 244 4400. Fax: 01773 244 4401.

IN THE PARALLEL DIMENSION OF THE SPECIAL ZONE, SONIC AND SUPER SONIC FINALLY MEET.

AS LONG AS YOU LIVE, SONIC, THERE'S THE DANGER THAT I MIGHT BECOME PART OF YOU AGAIN. AND SO YOU MUST DIE!

FAZAM!

WHA?...

CHAOTIX! I NEVER THOUGHT I'D BE GLAD TO SEE THOSE CLOWNS!

SO, THE POLICE REPORTS YOU MONITORED WERE RIGHT, ORNI. SONIC DID LEAVE THE POLICE STATION WITH LORD SIDEWINDER!

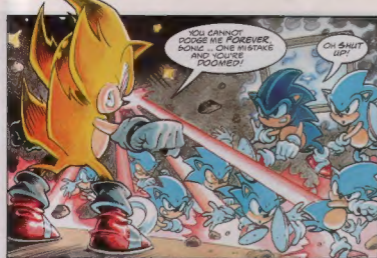
SONIC Heroes & Villains

Part 3

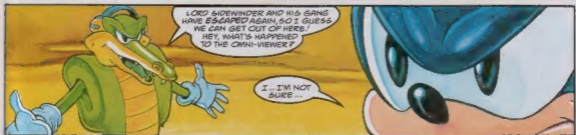
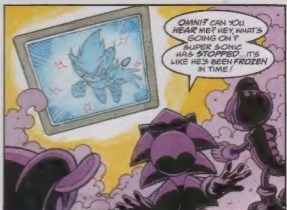
Script: BOB COTTON Art: DICKIE BLANK Lettering: BOB M'NEIL

THIS IS NONE OF YOUR CONCERN, VECTOR!









LATER, BACK AT THE SECRET HEADQUARTERS OF THE CHAOTIK CREW.

THE OMNI-VIEWER CAN CONTROL TIME AS WELL AS SPACE...



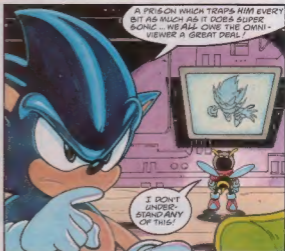
SO, HE MANAGED TO TRAP SUPER SONIC INSIDE HIMSELF BY STOPPING TIME!

THE OMNI-VIEWER TURNED HIMSELF INTO THE PERFECT PRISON...



A PRISON WHICH TRAPS HIM EVERY BIT AS MUCH AS IT DOES SUPER SONIC... WE ALL OWE THE OMNI-VIEWER A GREAT DEAL!

I DON'T UNDERSTAND ANY OF THIS!



EPICLOSUE.

A WEEK LATER.

SO THE OMNI-VIEWER GOT FROZEN... AND NOW HE'S RUN OUT OF TIME... OH DIDDLE, THAT'S NOT RIGHT!



HEY, LOOK! SUPER SONIC'S HANDS HAVE CHANGED POSITION! I'D BETTER TELL VECTOR AND...



NAH, HE'LL ONLY SHOUT AT ME AGAIN. IT PROBABLY DOESN'T MATTER ANYWAY! OH WELL, DIDDLE-DOOP!



NEXT ISSUE: MISTER SHIFTER!

KICKIN' ZONE

EACH ARTIST-HOME WHO GETS THEIR HANDYWORK PRINTED IN STC WILL RECEIVE A PACK OF CRAYOLA MINI STAMPERS 2, SHAPED-NIBBED, COLOUR PENS.

SUPERSONIC LTD MIGHTY LIVERPOOL



Daniel Grist,
St Leonards on Sea.

Crayola Mini Stampers 2
Pack Winner.

Alec Brady,
Atherton,
Manchester.

Crayola Mini
Stampers 2
Pack Winner.



Sonic - heads above!

Alexander Savva, West Hunsbury, Northampton.
Crayola Mini Stampers 2 Pack Winner.



Knuckles
handles
the
pressure!

Sonic won, Tails nil!

James Roden,
Torquay, Devon.

Crayola Mini
Stampers 2 Pack
Winner.



Moving with the times! Could Amy really be the first female professional player?



Sara Adamson,
Lanarkshire,
Scotland.

Crayola Mini
Stampers 2 Pack
Winner.

Doctor Robotnik gets the yellow card for his choice of kit!



Christopher Box,
Henleaze, Bristol.

Crayola Mini
Stampers 2 Pack
Winner.

Danny Bolegun, Hitcham, Surrey.

Crayola Mini Stampers 2 Pack Winner.



Kevin
Keegan's
latest
signing?

Graphic Zone, please take note of the following tips:

* Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).

* Be original and don't copy pictures from the

comic - come up with your own ideas.

* Include your name and address, preferably written in capital letters on the back of the page.

* Send artwork to:
GRAPHIC ZONE, SONIC THE COMIC,
25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

EACH ARTIST-HUME WHO GETS THEIR HANDYWORK PRINTED IN STC WILL RECEIVE A PACK OF CRAYOLA MINI STAMPERS 2, SHAPED NIBBED, COLOUR PENS.

For your nearest Crayola stockists:- Tel: 01234 237786.



KNUCKLES

VILLAGE OF THE DAMNED



Script:
DAVID LITVIN

Art:
DAVID GOODEN

Lettering:
ALYSSA TELL

KNUCKLES THE ECHIDNA IS
UP TO HIS NECK IN T AGAIN.

FWOOSH!

STOP!
YOU MUST BE
MAD! YOU CAN'T
DO THIS!

ACCEPT THIS OUR
SACRIFICE, O MOON
GODDESS!

IN RETURN
WE ASK YOU TO MAKE
OUR CROPS BOUNTIFUL SO
THAT WE MAY SERVE YOU
ALL THE BETTER



LISTEN!
I SAVED YOU FROM
BEING SACRIFICED AND
THE NEXT THING YOU
DO IS TURN ME IN
WHY?

!!

SPEAK!
THERE'S NO
NEED TO FEAR
MIM

THE LEGENDS
FORETOLD THAT THE
RED ONE SHALL DIE AT OUR
HANDS IF YOU DO NOT DIE.
THEN MY BROTHERS WILL
SACRIFICE ME!

I SEE...
BETTER ME
THAN YOU,
EH?

I DON'T
UNDERSTAND WHY
MEGAWA HOLDS UP
HIS STAFF WHEN HE
SPEAKS TO THE
VILLAGERS. I WONDER

STRUGGLE
ALL YOU LIKE RED ONE,
BUT YOU WON'T ESCAPE
YOUR SACRIFICIAL
CAGE!

I'M
NOT TRYING TO
BREAK THE BARS
MEGAWA

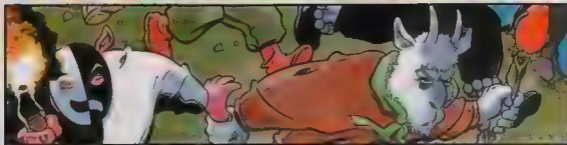
I JUST
WANT TO GET
AWAY FROM THIS
FIRE

LOOK
OUT!

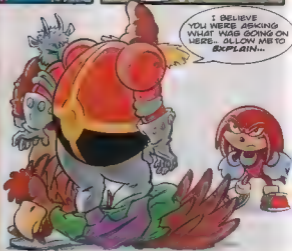
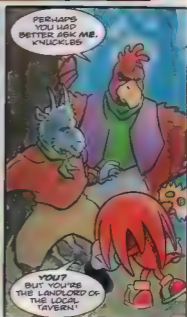
I JUST
HOPE THAT WHAT I
SEE IN THE DISTANCE
IS WHAT I THINK
IT IS!

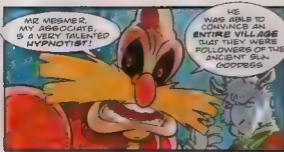
FOLLOW
HIM! HE
MUST NOT
ESCAPE!

MUST NOT
ESCAPE



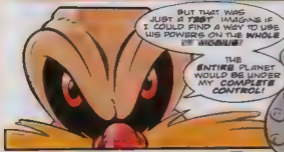






MR MESMER,
MY ASSOCIATE,
IS A VERY TALENTED
HYPNOTIST!

HE
WAS ABLE TO CONVINCE AN
ENTIRE VILLAGE
THAT THEY WERE
FOLLOWERS OF THE
ANCIENT SUN
GODDESS



BUT THAT WAS
JUST A TEST IMAGINE IF
I COULD FIND A WAY TO USE
HIS POWERS ON THE WHOLE
OF ANIMALIA!

THE
ENTIRE PLANET
WOULD BE UNDER
MY COMPLETE
CONTROL!



IT'LL
NEVER HAPPEN,
ROBOTNIK!

IT'S
JUST YOU AND
ME NOW... YOUR
GUARDS AREN'T
HERE TO PROTECT
YOU!



JUST
WHAT DO YOU
INTEND TO DO,
KNUCKLES?

AS THE
RULER OF THIS
PLANET YOU CAN'T
EXACTLY SEND ME TO
PRISON, I'M
PERFECTLY SAFE,
UNLESS...



DO
YOU PLAN
TO KILL
ME?



HAHAHAHA!

DON'T
TEMPT ME, EGG.
BREATH, JUST
DON'T TEMPT
ME!

NEXT ISSUE THE GOOD, THE BAD AND THE ECHIDNA!

TAILS AND CLIVE THE DONKEY, A RESIDENT OF THE WOOD VILLAGE ZONE, HAVE BEEN CAPTURED BY ROBOTNIK'S TROOPERS

WHY DO YOU DUDES HAVE TO BE SO IMPOLITE?

YOU'RE NOW OUR PRISONERS! MOVE!

TAILS Trooper Trouble

ERM... ALTHOUGH THESE ELECTRONIC CUFFS MIGHT MAKE ESCAPE A LITTLE MORE DIFFICULT THAN I EXPECTED!

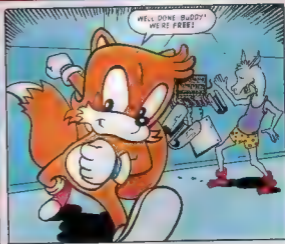
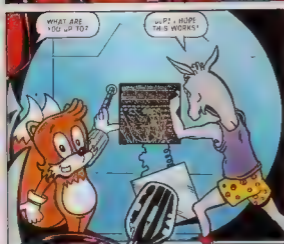
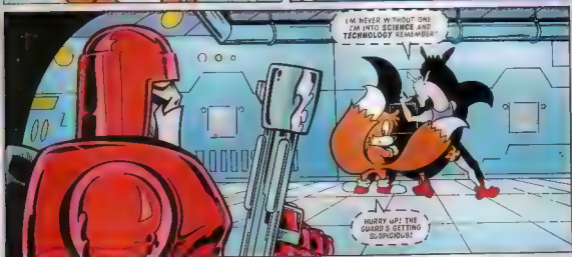
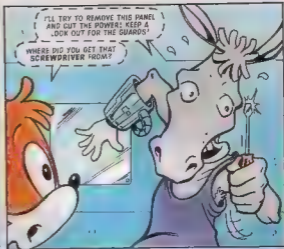
BZZZ-KLIK

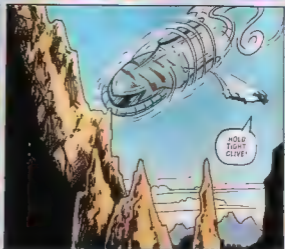
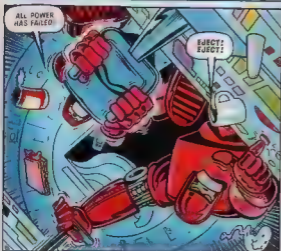
ESCAPE IS IMPOSSIBLE OUTLAW!

Script: IAN STRINGER Art: CARL FINK
Colouring: DINA HART Lettering: TIM TRANT

...I'LL FIND A WAY OUT 'CAUSE I'M ALWAYS BEING CAPTURED.

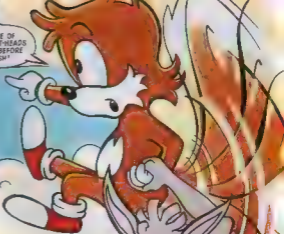
THAT DOESN'T EXACTLY INSPIRE ME WITH CONFIDENCE, TAILS!







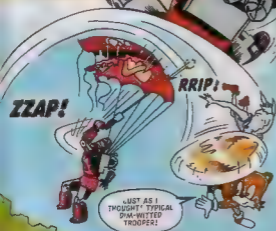
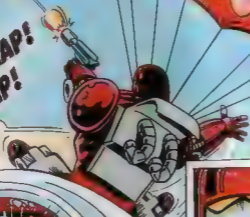
OH NO! ONE OF
THOSE BUCKET-HEADS
BAILED OUT BEFORE
THE CRASH!



I'LL JUST
TRY SOMETHING!
DON'T LET GO
CLIVE!

I HADN'T
INTENDED
TO!

ZZAP!
ZZAP!



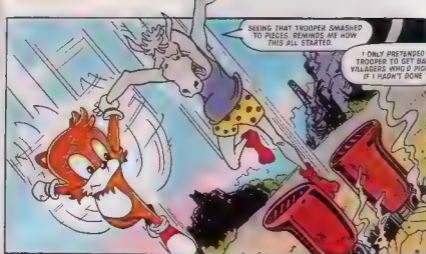
JUST AS I
THOUGHT 'TYPICAL
DIM-WITTED
TROOPER!



UH-OH?
ERROR!



WHHEEEF-- CARRAASH





Q ZONE

Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANTITY.

IF YOU WANT TO ENTER THE Q ZONE FOR BIRTH, TOP-GUN HELP WITH YOUR FAVOURITE SEGA GAMES, WHIP A LINK TO:

Q ZONE, SONIC THE COMIC, 25-31 WURSTOCK PLACE, LONDON, WC1N 3NU.

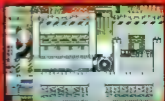
SONIC THE HEDGEHOG 2 REVISITED-PART 1

MD MEGA DRIVE

So many Boomers are still demanding help on the classic Sonic games that STC are re-revealing some oldies but goodies.

LEVEL SELECT

Go to the options screen, listen to song 19, press **BUTTON B**, listen to song 65, **PRESS C**, listen to song 9, **PRESS C**, listen to song 17, then **PRESS C**. Next, hold **BUTTON A** and continuously press the **START** button to get a level select screen to appear.



AUTO SUPER SONIC

Go to the level select first, then on the level select screen, go to the sound select and listen to song 4, press **BUTTON B**, listen to song 1, press **BUTTON B**, listen to song 2, press **BUTTON B**, listen to song 6, press **BUTTON B** and then hold down **BUTTON A** and press **START**. Once you start the game, collect 50 rings and you will become Super Sonic.

MORE CONTINUES

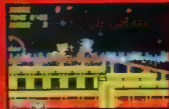
First enable the level select. Then at the options screen, play these sounds in this order: 1, 1, 2, 4. Now move the highlight to the "Player Select" field of the options screen and press **START**.

COLLECT ALL EMERALDS

To collect all seven Chaos Emeralds in the first zone, go to the **OPTIONS** screen and select the mode you wish to play in (Sonic alone, Tails alone or both together), then press **START**. Collect 50+ rings and go to the first Star Post to get to the Special Stage where you collect the first emerald. When you return, press **RESET**. Go to the **OPTIONS** screen again, press **START**, collect 50+ rings and go to the **STAR POST**. You should find yourself in the second stage of the

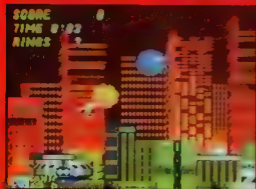
SPECIAL ZONE.

Complete this and you will have two emeralds. Keep repeating this sequence until you have collected all



CODES

Start with 99 lives	ANSTAACL
Each ring worth 80+ rings	SCRAB9X0
Each ring worth 25 000+ rings	SCRAB0X0
Mega jump	BD,TAAG,.
1 ring required to become Super Sonic	A,2TCACJ + AC2TCACA
10 rings required to become Super Sonic	B,2TCACJ + AC2TCACA
Infinite lives (player 1)	1W3ACA4J
Infinite lives (player 2)	3AC4CA7G
Sonic stays invincible for longer after hit	9B2TAXFR
Once invincible stay invincible	ALTACAGJ
1 ring required to enter Special Stage	A-2TCAG6
Each ring worth 5 in Special Stage (Sonic)	SB3AHYWD
Each ring worth 5 in Special Stage (Tails)	SB3AHYWR
1 ring to become Super Sonic (2 parts)	AC2TCACJ + AC2TCACA
Super Sonic doesn't lose rings	K42TCAGN
Start with 50 lives (player 1)	G3BAAD2
Start with 50 lives (player 2)	G3BAAD8



LEVEL SELECT

Jumping into the fruit machine is a bit of a gamble! Sometimes it pays off and sometimes it can be disastrous. However, to help you win loads of rings, start the wheels spinning, and as soon as the first reel stops, **PRESS C**. If you timed it to perfection, reels two and three will get the same symbol as reel one.

CASINO NIGHT ZONE - Defeat Doctor Robotnik

To kill the evil Doctor, start by hitting his ship from the sides, but make sure you avoid the electric pulses by running up the side of the wall and spinning into him. Next, jump onto the middle platform in the centre of the screen, then jump up and hit him several times and get back on the platform. Repeat this procedure and he'll be history!

DEATH EGG ZONE - To defeat the final boss

When Doctor Robotnik flies into the air, run to the extreme left. Wait until the target locks onto you and flashes very fast, then jump out of the way to the extreme left or right. When Robotnik lands he will bend his knees - immediately jump up and hit his nose. Next, run to the far right and keep crouched down until after he fires his arms (don't jump over his arms). Repeat this process and you will complete the game.

METROPOLIS ZONE - To defeat the boss

When you see Robotnik you'll notice there are spinning bubbles surrounding him. Time your attack so that you strike him when there are no bubbles to block your way. Then concentrate on attacking the craft because they explode in one impact. After several hits, you will have destroyed Robotnik (until the next level that is!).

THE END

NEXT ISSUE: Sonic the Hedgehog 2 HD
Hints and Tips, game revelations on the Game Gear and Master System.

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASED FOR THE SGA SYSTEMS

SFC'S RATING SYSTEM

UNDER 10 • YAWNsville

10-19 • NORMALsville

20-29 • FUN CITY

30-39 • REVVING CITY

40-49 • RAGE CITY

SLAM 'N' JAM '96



SATURN

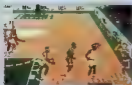
GAME TYPE: SPORT

PLAYERS: 1-4

PUBLISHER: BMG INTERACTIVE

PRICE: £39.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL



Some time ago, a machine called the Mega Drive had a basketball game released for it called *NBA Jam*. It became a huge success, selling over four million

copies and it sparked off a number of inferior basketball games. The Saturn has also seen various basketball games, but none have been groundbreaking. Now, however, there's a new game in town and *Slam 'n' Jam '96* could win the SFC coveted best basketball game crown.

Featuring five-on-five basketball, *Slam 'n' Jam '96* includes all the rules and play you'd expect from a basketball game, as well as two apparently well-known players called Magic Johnson and Kareem Abdul-Jabbar. Many of the moves are based around their type of game, such as no-look passes plus their individual signature skills.

The on-court action moves with cinematic realism and features some excellent graphics. Unusually, all of the players are big, each one taking up half the screen and all move with amazing speed and fluid animation. This makes the game more realistic and playable.

Instant replays, multiple camera angles and commentary from America's CNN commentator, Van Earl Wright, all add to the atmosphere. As does the



excellent soundtrack and crowd noises (the latter grows louder and more realistic each time a dunk or jam is performed).

Considering the wealth of up-to-date statistics on each player and team, *Slam 'n' Jam '96* is up there with the best. It's an improvement over other Saturn basketball games and worth buying if you don't have a game of this type.



GRAVES

Excellent graphics, great gameplay.



GRAPHICS 92

SOUND 87

GRAVES

No vast improvement over other basketball games.



PLAYABILITY 83

OVERALL 85

A TYPICAL DAY ON
PLANET MOBIUS...

THIS
ZONE IS AT
OUR MERCY!
PREPARE TO
ATTACK!

SORRY
BOZOS! BOOK AN
APPOINTMENT
NEXT TIME!

BYE-BYE,
BADNIK!

THOSE
TWO ARE MAKING
A BREAK FOR IT,
SONIC!

NO
PROBLEM
JOHNNY

ROBOTNIK'S
NOT MADE A BADNIK
THAT CAN OUT-RACE
ME YET!

SONIC'S WORLD Future Shock

Script: BOB WATKINS Art: JIMMY GILBERT Colors: TERRY PATTERSON Lettering: 1988 PUBLISHER

BAWAGY
BAWAGY

SOME DAYS THIS IS JUST SO EASY!

ERRK!

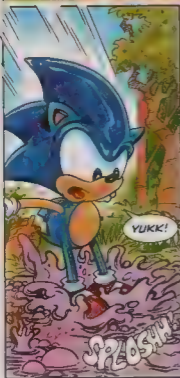
SPLAK!

POOSH!

AWK!



UH OH
SPOKE TOO
SOON. NOT A
GOOD PLACE
TO LAND.



YUKK!

SPLASH!

OH NO!
SONIC'S SINKING
INTO THAT
SWAMP!

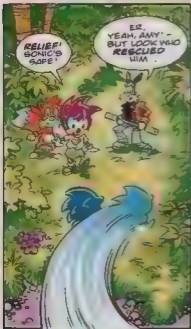
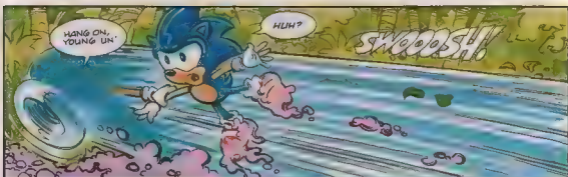
UHP!
I'LL SEE IF I
CAN REACH HIM
IN TIME!

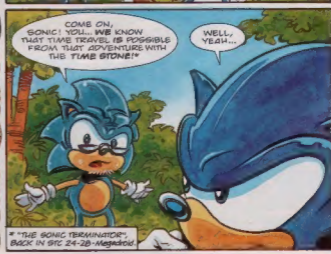


WHO?

I ALWAYS
WAS TOO QUICK
FOR YOU, PINKY.
BRAIN! STAND
ASIDE!









* SEE TAILS' STORY IN STC 82 - Megadroid.



NEXT ISSUE: FUTURE SHOCK CONTINUES...



SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9BB.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

SATURN ERA!

Dear STC,

In terms of quality of artwork and storylines, you can now compete with 2000 AD for the best UK comic - EVER! Secondly, although I don't own a Saturn system, I think the graphics are far superior to the Mega Drive, so why not include more reviews as this is definitely a move forward.

James Murray,
Lisburn, Co Antrim, N Ireland.
MD/MCD owner.
Sonic & Knuckles Hog Tag Winner.



STC upgrades its
Review Zone to include
some of the hottest
Saturn games around.
As for being the best
comic in the UK, hey, there's no
fooling you, James!

EAR-Y QUERY!

Dear Megadroid,

Even though I live in New Zealand I am an avid reader of STC thanks to a friend from England who sends me copies. However, there's one thing that puzzles me - does Knuckles have ears?

Rowan French, Tauranga,
New Zealand. MD owner.
Sonic & Knuckles Hog Tag Winner.



I tried to put your question to Knuckles, Rowan, but his reply was: "Pardon?"

EVERYTHING PRINTED IN
SPEEDLINES WINS A
SENSATIONAL
SEGA MEGA HOG TAG!



Cool cat Amy!

Sara Adamson, Bellshill, Scotland.
Sega Mega Hog Tag Winner.



Send your e-mail
messages to:

stc@egmont.co.uk

Be sure to include your snail mail (postal)
address if you want to win a prize!

OVER PRICED OVER EIRE!

Dear Megadroid,

I think that us Boomers who buy STC in Ireland are being ripped off! An issue of STC over here costs £1.55, which includes only 32 pages! As this works out at 4.84375 pence per page, I suggest that you either lower the cost or give us more pages.

Kieran Dee,
Ennis, Co Clare, Rep of Ireland.
Sonic & Knuckles Hog Tag Winner.



Unfortunately, Kieran, it's a combination of the Irish punt, Value Added Tax, plus the cost of exporting the copies to Ireland which all add extra pennies to STC's price.

Cybernik's new paint job!



James Cole, Chingford, Essex.
Sega Mega Hog Tag Winner.

NEXT ISSUE

FREE STICKERS!



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DATA STRIP

I'VE BEEN READING
STC SINCE ...

ISSUE AGE

NAME

ADDRESS

MY FAVOURITE ...

FILM/VIDEO IS

BAND/SINGER IS

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

..... AS A COMIC STRIP IN STC.

THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 86



%



Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.